

A decorative red border with a repeating geometric pattern of triangles and squares surrounds the central white area.

Lesson 1

The Basics

Lesson One: The Basics

Preparation

- On Each Table:** A guide card (Teacher's Guide Card – see Appendix); pencils; deck of cards.
- At Registration Desk:** Textbooks (Bridge Basics I – An Introduction); name tags.
- On Teacher's Table:** **Deals #1-4** (Coded Cards, duplicate boards, or Teacher's Deal Records – see Appendix).
- Class Organization:** Arrange the students with at least four people at each table.

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A note to the teacher

The first class introduces the mechanics. It seems like a lot of information, but since the focus is on following suit, discarding, or trumping, the class can move at a good pace. Each exercise is about a 10-minute activity. The first part is about 50 minutes; the break is 10 minutes; and the second part is 60 minutes. There should be enough time to present the ideas at a leisurely yet efficient pace. There is, however, enough material in the Teachers' Manual to expand the first four lessons to six or eight lessons. This allows the teacher maximum flexibility.

The concepts introduced are:

- *The players*
- *The deck*
- *The deal*
- *Trick-taking in notrump and trump contracts*
- *Recording tricks*
- *Choosing a trump suit*
- *Declarer and dummy*
- *The language of bidding*
- *The Bidding Ladder*
- *Hand valuation*
- *A simple competitive auction*
- *A first look at responding*


The lesson plans are like a script – the teacher/presenter is the actor bringing life to the words through a positive, energetic, professional, well-paced lesson.

A reminder: The italics are notes to the teacher.

- Information in point form is the bridge theory the teacher presents to the class.

The boxes contain instructions given to the class.

Textbook references are shaded.


 This graphic indicates a **key point**.

Lesson Introduction

Briefly introduce yourself.

The students have name tags. During the break, encourage them to talk to players they have not yet met. After the break, you could have the East-West pairs move to another table if you think that this would be an advantage to the class. It's a delicate decision.

Start the lesson on time, having the students talk to one another right away and putting them at ease. Begin with this statement:

-  During this series, unless you volunteer, I won't ask you to answer a question. So, relax – and don't be afraid to look at me.

Talk among yourselves for about 30 seconds and tell each other what you think are the essentials for playing bridge.

The students will share some of their ideas. You can then give them this quote:

- Somerset Maugham thought bridge was the most entertaining and intelligent card game invented. He gives an idea of what we need to learn to play bridge in this passage:

“The essentials for playing a good game of bridge are to be truthful, clearheaded, and considerate, prudent but not adverse to taking a risk, and not to cry over spilled milk. And incidentally those are perhaps also the essential for playing the more important game of life.”
- I think we're in for an adventure, so let's get started.

Exercise One – Random Deal A: Trick-Taking in Notrump

Introduce the following concepts: *players, the deck, the deal, trick-taking in notrump, and recording tricks.*

Student Textbook Reference: pages 1-3.

Instructions

The Players

- **Bridge** is a game for four people.
- The players sit at a table and are often referred to by their compass **directions**.

Look at the guide card on the table and you can see your direction: North, South, East, or West.

- Bridge is a **partnership** game. The players sitting opposite one another are partners. North and South form one partnership; East and West form the other partnership.

The Deck

- Some games, like Euchre, use only part of a deck. Other games, like Canasta, use more than one deck.
- Bridge is played with one **deck** of 52 cards. On your table is a bridge deck.
- There are four **suits**: clubs, diamonds, hearts, and spades. Each suit has thirteen cards.
- The cards within each suit are **ranked**. The ace is high, followed by the king, queen, jack, ten ... down to the two¹.
- The top five cards in a suit ... the ace, king, queen, jack, and ten ... are called **honors**.

The Deal

- To start the game, one player deals the cards.
- We're going to assign North as the first **dealer**.
- There is a procedure for shuffling and cutting the cards in social bridge, based on the concept that one side should shuffle and cut the cards and the other side should deal them. A description is in the Appendix of your textbook. In these classes, for the first few deals, the deal rotates clockwise around the table, and the person to the left of the dealer shuffles ... we don't need to cut the cards.

¹ Most students who learn bridge have experience with other card games. If a student is unfamiliar with a deck of cards, suggest a private pre-bridge lesson so that the student will be more comfortable and the class will not be disrupted.

In some classes you might want to have the students properly, shuffle, cut, and deal the cards, especially if they are likely to be playing rubber bridge.

East, shuffle the cards. North, then deals, starting with East, the player on your left. Deal the cards face-down, one at a time, clockwise around the table. When you're finished, each player should have thirteen cards.

Give them a minute to deal the cards.

- The cards in front of each player are referred to as a **hand**. Part of bridge etiquette is to wait until all the cards have been dealt before picking up your hand. In class, however, you can start to pick the cards up at any time.

Once the cards have been dealt, count the cards, pick up your hand, and sort it into suits. It will be easier to play the game if you alternate the red and black suits and place the high cards in each suit on the left.

Trick-Taking in Notrump

- Bridge is a trick-taking game. It starts when one player **leads**, placing a card face up at the edge of the table. We're going to assign East to make the opening lead.

East, choose any card from your hand and place it face up on the table. At this point, don't be concerned about the choice of card ... any card will do.

- A **trick** is four cards, one from each player, in turn, **clockwise** around the table. You have to play a card of the same suit as the one led. This is called **following suit**. If you can't follow suit, play a card from another suit. This is called **discarding**.

Complete the first trick. South, play to the trick by putting a card face up on the table. We're only focusing on the mechanics of following suit or discarding. Don't be too concerned about which card to play. West and then North play a card to complete the first trick.

- The highest card played in the suit led wins the trick.

Keep the four cards face up. Decide who won the first trick.

- There are different ways to record which side won and lost tricks. In a **rubber**, or social, **bridge** game the partner of the player who won the first trick gathers up all four cards and stacks them in a face-down pile.
- During the classes, we're going to use the recording style used in **duplicate**, or tournament, bridge.

Take the card you played to the first trick and turn it face down in front of you, to your left, close to the edge of the table. If your side won the trick, both players place the card vertically; if the other side won the trick, your partnership places the cards horizontally.

Turn to page 3 in your student text. Notice that when the cards are played duplicate style, they go from left to right along the edge of the table ... not into the middle of the table.

- The player who won the first trick, leads to the second trick. That player can choose any suit, not just the one that was originally led.

Play to the second trick ... clockwise around the table.

When the second trick is complete, determine who won the trick. Turn the four cards face down in front of each player, offset slightly to the right of the card from the first trick. Remember to place the card vertically if your side won the trick; horizontally if their side won the trick.

Now, continue taking as many tricks as you can in five minutes. You might be able to play all thirteen tricks. The player who wins the trick, leads the first card to the next trick.

After five minutes, determine how many tricks were won by each side.

- This is called playing in **notrump**.

Review

You will have a lot of questions but let's take a minute to review what we know. We can all answer at the same time.

As you go through the questions, don't call on a specific person to answer. The purpose is to remind them of what they know in a quick, upbeat manner.

The Players

Q. How many players in a bridge game?

A. Four.

Q. How many players in a partnership?

A. Two.

Q. What direction is North's partner?

A. South.

The Deck

Q. How many cards in a deck?

A. Fifty-two.

Q. How many suits in a deck?

A. Four.

Q. How many cards in each suit?

A. Thirteen.

Q. What's the highest-ranking card in a suit?

A. Ace.

Q. How many cards in a bridge hand?

A. Thirteen.

The Trick

Q. How many cards are played to a trick?

A. Four.

Q. How many tricks in a complete deal?

A. Thirteen.

Q. What is the rule when playing to a trick?

A. Must follow suit ... otherwise, discard.

Q. Which player wins the trick?

A. Highest-ranking card played in the suit led.

Q. Who leads to the next trick?

A. The player who won the previous trick.

Recording Tricks

Q. If you win a trick, which direction do you and your partner place the cards?

A. The card is placed vertically in front of you.

Exercise Two – Random Deal B: Trick-Taking in a Trump Suit

Introduce trick-taking in a trump suit.

Student Textbook Reference: page 4.

Instructions

- The deal rotates clockwise around the table.
- The cards need to be shuffled before the next deal.

Since East will be dealing, South, the player to the left of the dealer, shuffles the cards. East then deals the cards. After East has dealt (or, during the class, at any time), pick up your cards and sort them into suits.

Before you play this hand we're going to introduce a new concept.

- Bridge deals can be played out in two ways:
 - In **notrump** ... where the highest-ranking card played in the suit led wins the trick. The first deal was played in notrump.
 - In a **trump** suit.
- If clubs is named as trumps:
 - You must still follow to the suit led if you can.
 - If you can't follow suit, you can play a club ... this is called **trumping** or **ruffing**.
 - You don't have to play a club if you can't follow suit. Instead, you could discard from another suit.
 - The highest club played to a trick automatically wins the trick, even if there is a higher-ranking card from the suit led.
 - You can lead a club any time it is your turn to lead to a trick.

South, to the left of the dealer, makes the opening lead.

Play out the deal, with clubs as the trump suit. The tricks won are placed vertically and the tricks lost are placed horizontally. Again, don't worry about which card to lead or play to a trick. Play at a good pace. The focus is only on the mechanics. Play as many cards as you can in five minutes.

When five minutes are up, determine the tricks won and lost by each side.

Review

The participants need a chance to talk about trick-taking. Avoid calling on a particular person to answer a question. The students can talk among themselves in groups. Ask if there is a spokesperson in any group who would like to share the discussion with the class.

Q. Do you prefer playing in notrump or with a trump suit? Talk among yourselves.

They'll have different opinions. Some will prefer a notrump contract and some will prefer playing in a suit. It's important to give them a chance to talk about the game.

Q. Did you like the choice of clubs as the trump suit?

It's a good idea to get them to think about what makes a good trump suit. This prepares them for the general ideas behind the bidding – you want to make the long suit trumps.

Q. Did anyone have a low club which took a trick?

Conversations like this help them to remember what cards they held in a hand and what cards took tricks. Keep the students safe, however. If they don't want to talk about it, move on.

Summarize the following points:

- When there is a trump suit, the highest trump played to a trick wins the trick.
- The trump suit can be led at any time.
- Players must still follow suit if they can.
- If a player can't follow suit, playing a trump is optional. A player can choose to discard from another suit instead.
- If you have four cards in the trump suit in your hand, you're probably satisfied with the choice of trumps. With five or more trump cards, you're probably delighted – and if you have only one or two cards in the trump suit, you would prefer to play with another suit as trump.

Exercise Three – Random Deal C: Whist

Introduce how the game evolved, starting with whist.

Student Textbook Reference: page 4.

Instructions

- In trick-taking games, the choice of a trump suit is important. How the trump suit is selected has changed as the game evolved.
- Whist was a predecessor of the game of bridge. It was very popular. Here's a quote from THE DEATH OF IVAN ILLYICH by Leo Tolstoy which illustrates the power of the game:

“The pleasures Illyich derived from his work were those of pride; the pleasures he derived from society those of vanity; but it was genuine pleasure that he derived from playing whist.”

- In whist, the trump suit was chosen by turning the last card dealt face up.
- Let's play a deal of whist.
- The deal moves clockwise around the table.

West shuffles and then South deals the cards.

South turns the last card dealt face up. The suit of that card becomes the trump suit for this deal.

Pick up your hand (including South's face up card) and sort it into suits.

Before West leads to the first trick, try to predict the number of tricks you think your hand might take with the given trump suit.

West, to the left of the dealer, makes the opening lead. Play out as much of the deal as you can in five minutes with the selected trump suit.

Review

Again, give the participants a chance to discuss this trick-taking game. Pose a few general questions that they can discuss in their groups.

Q. If a player won a trick with a low card, why did this happen?

They can express their view about why a low card took a trick – maybe it was a trump card, or it was the last card left in a suit.

Q. How did you feel about the trump suit?

This gives another chance to talk about what makes a good trump suit based on their experience playing a deal of Whist.

Q. If you had a chance to pick the trump suit, what would you have chosen ... and why?

They can be more specific and are likely to express that they would like to have four or more cards in a suit to want it to be trumps.

Exercise Four – The Opening Lead and Third Hand Play to the First Trick

Introduce the concepts of choosing a lead and third hand play.

Student Textbook Reference: pages 16-18.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of West.

Read the suit first and then the cards.

The player with the spades, are you ready?

In spades: the ♠K, ♠Q, ♠J, ♠10, and ♠9.
In hearts: the ♥A and three low cards.
In diamonds: one low card.
In clubs: three low cards.

Only one hand is face up. All the other cards are face down.

WEST
♠ K Q J 10 9
♥ A x x x
♦ x
♣ x x x

We're all imagining that we are West and have to make the opening lead. If there is no trump suit and it is your turn to lead, which card would you choose and why? Discuss with the others at your table.

Give the students a couple of minutes to discuss the opening lead.

Q. What card did your group want to lead?

A. A spade ... or the ♥A.

- If we lead the ♥A, it will win one trick right away. That might be the only trick we take.
- If we lead a spade, such as the ♠K, we may lose the trick if the opponents have the ♠A, but we will win tricks with the ♠Q, ♠J, ♠10, and ♠9.
- Now we can use the ♥A to get the lead.

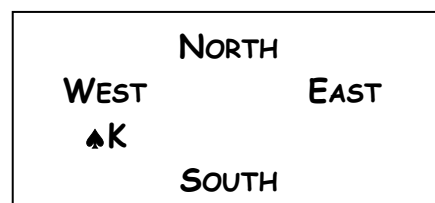
Q. If we are going to lead a spade, does it matter which high spade we lead?

A. No/Yes.

- It won't matter to us. The ♠K, ♠Q, ♠J, ♠10, and ♠9 are equal cards, since they will all have the same effect of driving out the ♠A if the opponents hold that card.
- It matters to partner because we want to tell partner something about the cards we hold. A standard agreement is that we **lead the top of touching high cards**.
- A **sequence** is three or more cards in consecutive order. So, against a notrump contract we tend to choose to lead from our longest suit and lead the top card from a sequence that is headed by an honor (A, K, Q, J, or 10).

West, turn all your cards face down
except the ♠K.

Only one card is face up ... the
opening lead.



Q. If West leads the ♠K against a notrump contract, what would East know about West's spades?

A. Top of a sequence.

- West doesn't hold the ♠A.
- West holds the ♠Q and, likely, the ♠J as well.
- Spades are probably West's longest suit.

Q. Suppose West leads the ♠K and the opponents win the trick with the ♠A. If East later gains the lead, what would be a good choice of suit for East to lead?

A. Spades.

- The partnership works together to establish and take tricks. Unless you clearly have a better choice of suit to lead, a useful guideline is to **return partner's suit**.

Q. Would the ♠K also be a reasonable choice of opening lead if clubs were the trump suit?

A. Yes.

- If partner, East, has the ♠A, the ♠K will win a trick. If North or South has the ♠A, the ♠K will drive out the ♠A, developing the ♠Q and the remaining spades into potential winners.
- West can use the ♥A to regain the lead and take the established spade winners.

Q. Is there a difference between leading spades against a notrump contract and a suit contract?

A. Yes.

- Even if West can establish winners in the spade suit, the defenders may not be able to take them because of the effect of the trump suit.
- Against a club contract, another possibility is to lead a short suit, diamonds, hoping to get to ruff a trick with one of the clubs.

In spades: take away the ♠Q, ♠9, and ♠10;
add the ♠8, ♠5, and ♠2.

Only one hand is face up. All the other cards
are face down.

WEST
♠ K J 8 5 2
♥ A x x x
♦ x
♣ x x x

Q. If West doesn't have a solid sequence in spades, would a spade lead still be a good choice against a notrump contract?

A. Yes.

- Spades presents the best chance for developing a lot of tricks for East-West.
- West will need help from East to develop tricks in the suit, perhaps the ♠A or ♠Q.
- So, West should lead a low spade to East's hoped-for high card in the suit.
- Traditionally, the fourth highest card, the ♠5, is led from a long suit if we don't have a sequence when leading against a notrump contract. So, a popular guideline is **fourth highest from longest and strongest**.

Pick up all the cards back into suits.
The player with the spades, distribute
them as follows:

West: ♠K, ♠J, ♠8, ♠5, ♠2.
North: ♠7, ♠6.
East: ♠A, ♠9, ♠3.
South: ♠Q, ♠10, ♠4.

Only the spade suit is face up. All the
other cards are face down.

NORTH	
♠ 7 6	
WEST	EAST
♠ K J 8 5 2	♠ A 9 3
SOUTH	
♠ Q 10 4	

Q. If West is going to lead this suit against a notrump contract, which spade would West lead?

A. A low spade, the ♠5.

- Fourth highest from longest and strongest ... or any low card will do.
- The reasons for leading fourth highest are not the subject of this course.

Q. If a low spade is played from dummy, which spade should East play?

A. ♠A.

- If East plays the ♠9 or ♠3, South will win the trick with the ♠10.
- Instead, East should make the best effort to win the trick for the partnership by playing the ♠A.
- East is the third person to play to the trick and a useful guideline is **third hand high**.

- After winning the ♠A, East can return partner's suit and East-West can win the first five tricks ... against a notrump contract.

There are also guidelines for second hand play:

- A general guideline when you are the second hand to play to a trick is to play a low card and give your partner a chance to win the trick.
- If the player on your right plays a high card, however, you can try and win the trick if you have a higher card. This is called covering an honor with an honor.
- Student Textbook Reference: page 19.

Review

Summarize the following points:

- Against a notrump contract, lead your longest suit.
- Lead the top of sequence, otherwise fourth highest.
- Against a suit contract, leading a long suit may not be as effective because of the opponents' trump suit. Leading a short suit will sometimes be effective.
- Unless there is something clearly better to do, return partner's lead.
- When playing third to a trick, if partner's card isn't winning, play third hand high.
- When playing second to a trick, play either low or cover an honor with an honor.

Exercise Five – Random Deal D: Practice Deal

The students have another chance to play a deal at whist, paying more attention to choosing the opening lead, playing third hand high to try to win the trick, and returning partner's lead.

Instructions

- Let's play another deal of whist.
- The deal moves clockwise around the table.

North shuffles and then West deals. West turns the last card dealt face up. The suit of that card becomes the trump suit for this deal.

Pick up your hand (including West's face up card) and sort it into suits. North, to the left of the dealer, makes the opening lead. Use the guidelines to select an opening lead ... top of touching high cards or fourth best. Then play out the deal with the selected trump suit. When unsure what to play, follow the guidelines for making the opening lead, playing third hand high, second hand low, and returning partner's lead.

Review

The participants need a chance to discuss the play of the hand. Pose a few general questions.

Q. Did anyone have difficulty choosing a card to play?

In the middle of the game, they might forget what partner led originally. They may not be able to see the potential of any of their cards to take tricks. Because they can't make a decision, they might be slow to lead any card for fear of making a mistake. It's important at this point to tell them that right now we're getting used to the mechanics and they should play fairly quickly.

Q. Was the partnership able to work together to take tricks?

They might tell about how they took tricks because of the lead ... they knew partner had some strength in the suit and returned partner's lead.

At this point, the students will have played four random deals and everyone will have had an opportunity to deal. It's a reasonable point to take a break. Or, if the class is only one hour in length, you can summarize the concepts introduced and bring the lesson to a conclusion.

Exercise Six – Deal #1: Auction Bridge

Introduce the auction and the dummy using Deal #1.

Student Textbook Reference: pages 5 and 7. Deal #1: pages 28-29.

Instructions

The Bidding

- Whist evolved into **auction bridge**. The players **bid** for the privilege of naming the trump suit ... for which there is a price to pay.
- In exchange for naming the trump suit, the partnership has to be willing to try to take the majority of tricks ... at least seven tricks.
- Starting with the dealer and moving clockwise around the table, each player has a chance to bid – suggest a trump suit or notrump.
- A player who does not want to make a bid can **pass**.
- If all four players pass initially, the auction is over and a new deal begins.
- Once a player **opens the bidding**, the auction continues until three players, in succession, pass.

Let's look at Deal #1.

You will need to instruct the students how to use the Coded Cards for Deal #1. If the deals have been prepared in duplicate boards, tell the students how to orient the board and take the hands out of the pockets. If using the Teacher's Deal Records explain how to construct Deal #1. For the first lesson, it's important to make things easy for the clients. With that in mind, it's probably best to use pre-dealt boards.

DEAL: 1		NORTH		WEST	NORTH	EAST	SOUTH
DEALER: NORTH		♠ A K Q J 10 9		Pass	Spades	Pass	Pass
		♥ 7 6					
		♦ 9 6					
		♣ A Q 9					
WEST		EAST					
♠ 5 4		♠ 6 3					
♥ A 9 5 3		♥ K Q J 4					
♦ A 8 4 2		♦ K J 3					
♣ J 10 6		♣ 7 5 4 2					
		SOUTH					
		♠ 8 7 2					
		♥ 10 8 2					
		♦ Q 10 7 5					
		♣ K 8 3					
		DECLARER: North					
		OPENING LEAD: ♥K by East					

Pick up your hand and sort it into suits. North, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

13 cards are face up on the table.

Although this is “dummy style”, the term hasn’t been introduced yet, so you may have to check each table to make sure all four hands are displayed.

The Bidding

Focus on the North hand - North is the dealer.

- Q. What suit would North like as trumps?
- A. Spades.

- Q. Would North be willing to try to take at least seven tricks with spades as the trump suit?
- A. Yes.
 - North has six spade tricks and one club trick.

Q. What would North name as the trump suit?

A. Spades.

Q. How many tricks is North committing the partnership to take?

A. Seven.

- The partnership must be willing to take the majority of tricks for the privilege of naming the trump suit.

North, turn your cards face down.

East, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the East hand.

Q. Would East be willing to try for seven or more tricks by suggesting a trump suit?

A. No.

Q. What call would East make?

A. Pass.

East, turn your cards face down.

South, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the South hand.

Q. Does South have any reason to suggest a different trump suit?

A. No.

Q. What call would South make?

A. Pass.

At this point, don't identify South as the responder.

South, turn your cards face down.

West, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Q. Would West be willing to try for seven or more tricks by suggesting a trump suit?

A. No.

Q. What call would West make?

A. Pass.

If someone wants to bid with one of the other hands, suggest that, at this point, bidding requires an expectation of taking at least seven tricks.

- The auction is over after three successive passes.
- North declared spades as the trump suit.
- North is called the **declarer** and has to try to take at least seven tricks with spades as trumps.

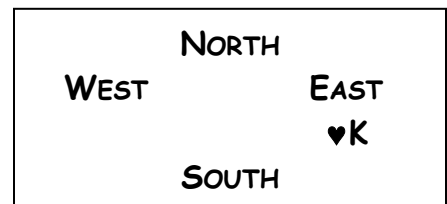
The Play

- Auction bridge introduced a change to the way the deal was played out.
- First of all, the player to the left of the declarer makes the **opening lead**.

Everyone pick up your hand.

East, choose an opening lead ... I'd suggest the ♥K, top of your sequence ... and place it face up on the table in front of you.

Only one card is face up ... the opening lead.



This isn't the time to review the opening lead. This exercise introduces the mechanics of the dummy and the declarer. That's more than enough information.

- Now, here's the new feature introduced in auction bridge.

South, the partner of declarer, put your hand face up on the table, in columns, with the trump suit on your right ... declarer's left. This hand is called the **dummy**.

Turn to page 7 of the textbook to see an example of the dummy.

There are 14 cards face up on the table ... the opening lead and the dummy hand.

NORTH (Declarer)	
WEST	EAST
	♥K
SOUTH (Dummy)	
♠ 8 7 2	
♥ 10 8 2	
♦ Q 10 7 5	
♣ K 8 3	

- Declarer makes the decision about the cards to be played to a trick from both partnership hands.
- The dummy hand is sometimes referred to as the “board” or the “table”. So, you might hear a player say to declarer, “You’re on the board,” which means the dummy hand won the last trick and declarer has to lead a card from that hand next.

North, declarer, choose a card to be played from South, the dummy, by naming the card ... the ♥2, for example.

South, pick up the ♥2 and place it face up at the edge of the table in front of you.

West, you have to play a heart. Since partner's ♥K is winning, you don't need to play the ace.

North, follow suit with a low heart.

East wins the first trick with the ♥K and leads to the next trick.

Now the play continues as before, except that one hand is face up and declarer plays two hands. Play as many tricks as you can in five minutes.

Keep the cards in front of you so that we can look at the deal after it is played.

Review

Discuss playing a deal of auction bridge.

Q. What do you think was added by having a dummy hand? Talk among yourselves.

They might like the idea of one player being declarer and playing both of the hands. They might not like the idea that thirteen cards are face up on the table. The key is to let them talk about the game and express opinions.

Everyone, pick up your hand and sort it back into suits. Then place it face up on the table in front of you, dummy style ... in columns, with the highest card in each suit closest to the edge of the table.

All 52 cards are face up on the table.

Look at the cards while we review what we've learnt.

Make sure the students are familiar with the following points:

- The cards were dealt by North and then there was an auction to decide the trump suit or notrump.
- North, the dealer, had the first chance to make a call ... either a bid or a pass.
- North chose to bid spades, committing the partnership to take at least seven tricks with spades as the trump suit.
- North's bid was followed by three passes, ending the auction.
- North, who first suggested spades as the trump suit, became the declarer.
- East, the player to the left of declarer, made the opening lead, the ♥K.
- South, declarer's partner, put the dummy hand face up on the table.
- North, declarer, selected the cards to be played to a trick from both hands.
- The rest of the play then continued as before:
 - The play to a trick went clockwise around the table.
 - Each player followed suit.
 - If a player couldn't follow suit, the player discarded or trumped.
 - The hand that won a trick led to the next trick.

Exercise Seven – Deal #1: Declarer's Plan

Use Deal #1 to introduce Declarer's Plan – The ABC's.

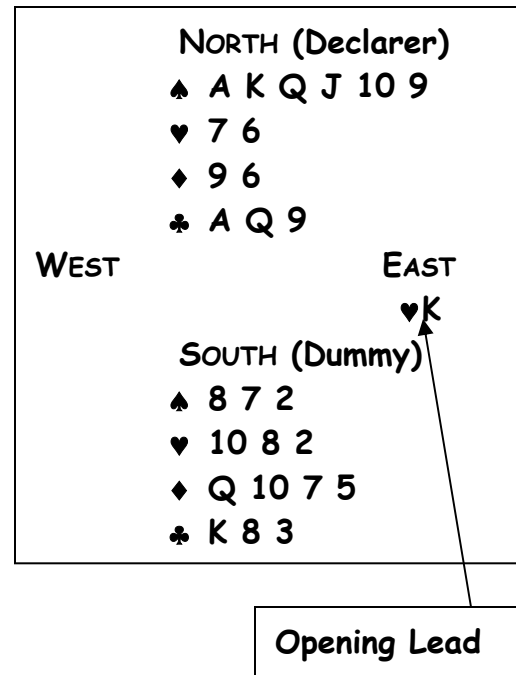
Student Textbook Reference: pages 14-16.

Instructions

West, turn your hand face down.
East, turn your hand face down
except for the opening lead, the
♥K.

Only 27 cards are face up ... the
lead, dummy, and declarer's hand.

To make it clear which hand is the
dummy, push the table guide card
toward South.



Declarer's ABC Plan

- When you become declarer, the opponent to your left makes the opening lead and partner puts down the dummy. Before choosing the first card to play from dummy, make a plan.
- There are three suggested stages – A, B, and C – in making a plan. We're going to focus on A – Assess the Situation – and C – Consider the Order.
- The first stage, Assess the Situation, can be broken into three steps.

The **first step** is the goal ... the number of tricks you have committed to take by winning the auction.

- North's goal is to take seven tricks for the privilege of naming trumps.

The **second step** is to count the **sure tricks**. Sure tricks, or **winners**, are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?

A. Six: the ♠A, ♠K, ♠Q, ♠J, ♠10, and ♠9.

Q. How many sure tricks in the heart suit?

A. None.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. Three: the ♣A, ♣K, and ♣Q.

- Declarer can use dummy's high cards as well as those in declarer's hand.

Q. How many sure tricks in total?

A. Nine: six spades and three clubs.

The **third step** is to compare the number of tricks you need to the number you have.

Q. Does declarer have enough sure tricks to reach the goal?

A. Yes.

- Declarer's goal is seven tricks and declarer has nine tricks, two more than necessary.
- We don't need the second stage which has methods for getting extra tricks.



The third stage is to Consider the Order. As a general guideline, **when declarer has enough tricks, take the tricks and run.**

- Declarer wants to take the tricks before anything can go wrong.
- In a trump contract, however, there's another consideration.

Q. On gaining the lead, does it matter which suit declarer plays first?

A. Yes/No.

- On this deal, it won't actually matter whether declarer takes the spade or club winners first.



- As a general guideline, however, **draw trumps.**
- Declarer wants to play the trump suit first, until the other side has no trumps remaining. This is referred to as **drawing trumps.**
- By drawing trumps first, the opponents won't be able to trump any of declarer's winners in the other suits.

Review

Turn to pages 28-29 in the text. This is how the deal you just played is written. In this text, we've shaded the dummy hand and underlined the suggested opening lead.

On page 29, you can see Declarer's Plan, the ABC's for this deal. We focused on "A" - Assess the Situation.

Make sure the students are familiar with the following points:

- After the dummy comes down, declarer should make a plan before playing to the first trick.
- Declarer starts by assessing the situation: consider the goal, count the sure tricks, and compare the two numbers.
- With enough tricks, declarer takes the tricks and runs, drawing trumps first in a suit contract.

Exercise Eight – Deal #2: Hand Valuation and Opening the Bidding

Introduce hand valuation ... counting high card and length points ... and the basic requirement for opening the bidding using Deal #2.

Student Textbook Reference: pages 10-11. Deal #2: pages 30-31.

Instructions

- To open the bidding, it isn't necessary for a player to be able to take seven tricks without any help from partner. Suppose one member of the partnership can take four tricks and the other can take three tricks. The partnership can make seven tricks but, if neither partner bids, the chance to enter the auction will be lost.
- A different approach is needed to decide whether to open the bidding. This is usually done by assigning **valuation points** as an estimate of the trick-taking potential of the hand.

Let's practice handling the cards. Sort the deck into suits. One player gets all the spades; one player gets all the hearts; one player gets all the diamonds; one player gets all the clubs.

Take the ace from your suit and put it face up on the table in front of you.

- The guideline is that the ace is worth 4 points.

Take the king from your suit and put it face up on the table in front of you.

- The guideline is that the king is worth 3 points.

Take the queen from your suit and put it face up on the table in front of you.

- The guideline is that the queen is worth 2 points.

Take the jack from your suit and put it face up on the table in front of you.

- The guideline is that the jack is worth 1 point.

- The values assigned to these **high cards** are called **high-card points (HCPs)**.
- These are the high-card points: Ace = 4 points; King = 3 points; Queen = 2 points; Jack = 1 point.
- There are 40 high-card points in the deck, 10 in each suit.
- The **distribution**, or **shape**, of the hand ... the number of cards in each suit ... also plays a part. A long suit is useful as a potential trump suit and as a source of tricks.
- There are different ways to value distribution but the most common in today's game is to assign a valuation point for extra length.

Take a low card from your suit and put it face up on the table in front of you.

- A five-card suit is worth 1 point.

Take another low card from your suit and put it face up on the table in front of you.

- A six-card suit is worth 2 points.

Turn to page 11 in the text.

- These are the **length points**: 5-card suit = 1 point; 6-card suit = 2 points; 7-card suit = 3 points; 8-card suit = 4 points.
- The high card points are added to the length points to provide an initial estimate of the value of the hand.
- As a guideline, you need about 13 points or more to open the bidding at the one level.
- Here's the first verse of a Bidding Song to help remember whether or not to make an opening bid. It's on page 194 of your text and it goes like this:

“Bid, bid, bid your hand,
But alas, alas,
If you have fewer than 13 points,
I guess you'll have to pass”

- Let's see how this works.

Let's look at Deal #2.

DEAL: 2 DEALER: EAST	NORTH ♠ K J 6 2 ♥ K J 3 2 ♦ 9 6 ♣ 10 8 6	WEST ♠ 9 8 5 ♥ 10 7 5 ♦ A K 3 ♣ 9 5 3 2	EAST ♠ A 7 3 ♥ A 9 8 ♦ 7 5 4 2 ♣ A K Q	SOUTH ♠ Q 10 4 ♥ Q 6 4 ♦ Q J 10 8 ♣ J 7 4
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WEST	NORTH	EAST	SOUTH
Pass	Pass	Notrump	Pass

DECLARER:	East
OPENING LEAD:	♦Q by South

East, place your hand face up on the table in front of you, dummy style.

13 cards are face up on the table.

You might still have to remind the students to put the highest card in each suit closest to the edge of the table.

The Bidding

Focus on the East hand. East is the dealer. Let's count the points together.

- Spades: 4 high-card points for the ace.
- Hearts: 4 high-card points for the ace
- Diamonds: no high-card points.
- Clubs: 9 high-card points ... 4 for the ace, 3 for the king, and 2 for the queen.
- There are no length points.
- There is a total of 17 valuation points, all high-card points.

Q. Does East have enough strength to open the bidding?

A. Yes.

- 13 or more points are required to open the bidding and East has 17, more than enough.

Q. Would East prefer to play in a trump contract or in notrump?

Remember, the students don't yet know the requirements for a 1NT opening bid. This will be covered in Lesson Two. If any of the East players wants to suggest clubs or diamonds as the trump suit, that's fine. They should take at least seven tricks in a contract of 1♣ or 1♦.

A. Notrump.

- Although East's clubs are very strong, they won't necessarily make a good trump suit since there are only three of them. You generally want to suggest your longest suit as trumps. The clubs will likely take three tricks whether you play in notrump or another trump suit.
- East's longest suit is diamonds, but the suit is not very strong. With some strength in each of the other suits, notrump seems to be a reasonable choice.

Q. What might East open the bidding?

A. Notrump or clubs.

- East will commit the partnership to trying to take seven tricks.

The players might still be unwilling to contract for seven tricks with this hand, but point out that it will be a partnership effort ... usually partner will be able to provide some trick-taking help.

East, turn your cards face down.

South, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the South hand. Let's count the points in the South hand.

- Spades: 2 high-card points for the ♠Q.
- Hearts: 2 high-card points for the ♥Q.
- Diamonds: 3 ... 2 high-card points for the ♦Q and 1 for the ♦J.
- Clubs: 1 high-card point for the ♣J.
- South has no length points since there is no suit of five or more cards.
- South has a total of 8 points, all in high cards.

Q. Does South have enough strength to open the bidding for the North-South partnership?

A. No.

Q. What call would South make?

A. Pass.

South, turn your cards face down.

West, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the West hand. Work as a group to count the points in the West hand.

Q. How many valuation points does West have?

A. Seven.

- Spades: no high-card points.
- Hearts: no high-card points.
- Diamonds: 7 high-card points ... 4 for the ace and 3 for the king.
- Clubs: no high-card points.
- West has no length points.

Q. Is West satisfied to play in a notrump contract?

A. Yes.

Q. What call would West make?

A. Pass.

West, turn your cards face down.

North, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the North hand. Work as a group to count the points in the North hand.

Q. How many valuation points does North have?

A. Eight.

- Spades: 4 ... 3 high-card points for the ♠K and 1 for the ♠J.
- Hearts: 4 ... 3 high-card points for the ♥K and 1 for the ♥J.
- Diamonds: no high-card points.
- Clubs: no high-card points.
- North has no length points since there is no suit of five or more cards.

Q. Does North have enough strength to open the bidding for the North-South partnership?

A. No.

Q. What call would North make?

A. Pass.

- The bidding is over.
- East is the declarer because East first suggested notrump.
- South makes the opening lead.

The Play

Turn the North hand face down.

Turn the South hand face up. Focus on the South hand.

Q. Which suit might South choose to lead against a notrump contract?

A. Diamonds.

- South usually leads the longest suit against a notrump contract.

Q. Which card would South lead?

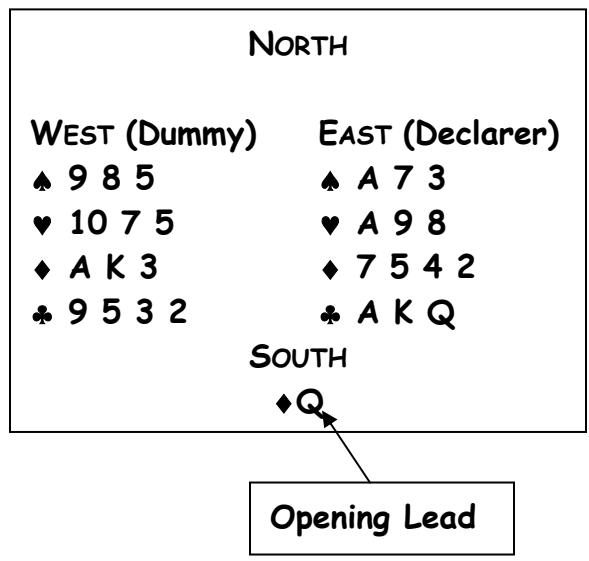
A. ♦Q.

- With a solid three-card sequence, South leads the top card, the ♦Q.
- This tells North that South doesn't have the ♦K but does have the ♦J and, likely, the ♦10 as well.

South, leave the $\spadesuit Q$ face up on the table. Turn down the other 12 cards in the South hand.

Turn the East and West hands face up. Focus on the East-West hands.

Only 27 cards are face up ... the lead, dummy, and declarer's hand.



Q. What is the first stage of declarer's plan?

A. Assess the situation.

Q. If East is declarer in notrump contract, what is the goal?

A. Seven tricks.

- Let's count the sure tricks in the combined East-West hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?

A. One: the $\spadesuit A$.

Q. How many sure tricks in the heart suit?

A. One: the $\heartsuit A$.

Q. How many sure tricks in the diamond suit?

A. Two: the $\diamondsuit A$ and $\diamondsuit K$.

- Declarer can make use of dummy's high cards.

Q. How many sure tricks in the club suit?

A. Three: the $\clubsuit A$, $\clubsuit K$, and $\clubsuit Q$.

Q. How many sure tricks in total?

A. Seven: one spade, one heart, two diamonds, and three clubs.

A student may point out the possibility of getting an eighth trick through the length in clubs. That's fine. Note that this isn't a sure trick, however. Declarer initially counts only the sure tricks.

Q. Comparing the goal to the sure tricks. How many extra tricks are required?

A. None.

- Declarer has enough to take seven tricks.

Q. What should declarer plan to do after gaining the lead?

A. Take the tricks and make the contract.

West, leave your hand face up as the dummy. South, leave the $\spadesuit Q$ on the table as the opening lead. Pick up the remaining cards.

There are 14 cards face up ... the opening lead and the dummy.

East, play the deal as declarer in a contract of 1NT. Play as many tricks as you can in five minutes.

NORTH	
WEST (Dummy)	EAST (Declarer)
\spadesuit 9 8 5	
\heartsuit 10 7 5	
\diamondsuit A K 3	
\clubsuit 9 5 3 2	
	SOUTH
	$\diamondsuit Q$

Review

Make sure the students are familiar with the following points:

- Declarer and dummy are the **offense**. Declarer tries to take at least the number of tricks to which the partnership committed during the auction.
- The other partnership is the **defense**. The defenders try to prevent declarer from taking the required number of tricks.

Exercise Nine – Deal #3: The Bidding Ladder

Introduce the language of bidding and the Bidding Ladder using Deal #3.

Student Textbook Reference: page 6. Deal #3: pages 32-33.

Instructions

The Language of Bidding

- A bid consists of two parts, a number and a word.
 - The number refers to the number of tricks the partnership is willing to try to take beyond an initial six tricks, called the **book**. This number is referred to as the **level**.
 - The word is clubs, diamonds, hearts, spades, or notrump and is the suggested **strain**.
- So, a bid sounds like this:
 - “One heart” ... a commitment to take at least seven tricks (six plus one) with hearts as the trump suit.
 - “Two diamonds” ... a commitment to take at least eight tricks (six plus two) with diamonds as the trump suit.
 - “Three notrump” ... a commitment to take at least nine tricks (six plus three) with no trump suit.
- The partnership willing to try to take more tricks during the play wins the auction.

The Bidding Ladder

- In some auctions only one partnership is bidding for the privilege of naming the trump suit.
- In other auctions, both sides will be **competing** to name the trump suit.
- The bidding could result in a tie. One partnership might be willing to take seven tricks with hearts as trumps; the other partnership might be willing to take seven tricks with spades as trumps.
- To break ties, the **suits are ranked** in alphabetical order with **clubs** as the lowest ranking, then **diamonds**, **hearts**, and **spades**. Notrump is ranked higher than any suit.
- Each bid must be higher than the one before.

Look at the Bidding Ladder on page 6.

Q. If the auction is opened 1♥, what bid would the next player have to make to suggest spades as trumps?

A. 1♠.

- Spades are higher ranking than hearts, so the level doesn't need to be increased.

Q. If the auction is opened 1♥, what bid would the next player have to make to suggest diamonds as trumps?

A. 2♦.

- Diamonds are lower ranking than hearts, so the level has to be increased.
- Let's see an auction with both partnerships bidding.

Let's look at Deal #3.

DEAL: 3 DEALER: SOUTH		NORTH ♠ 7 2 ♥ K J 8 3 ♦ Q 9 6 ♣ J 6 4 2	<table border="1"> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> <tr> <td>1♠</td> <td>2♥</td> <td>2♠</td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td>Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♠	2♥	2♠	1♥	Pass	Pass		Pass
WEST	NORTH	EAST	SOUTH												
1♠	2♥	2♠	1♥												
Pass	Pass		Pass												
WEST ♠ K Q J 10 6 ♥ 7 5 ♦ 8 4 3 ♣ A Q 5	SOUTH ♠ 8 4 ♥ A Q 9 4 2 ♦ A K 7 ♣ 10 8 3	EAST ♠ A 9 5 3 ♥ 10 6 ♦ J 10 5 2 ♣ K 9 7	<table border="1"> <tr> <td>DECLARER:</td> <td>West</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♥3 by North</td> </tr> </table>	DECLARER:	West	OPENING LEAD:	♥3 by North								
DECLARER:	West														
OPENING LEAD:	♥3 by North														

South place your hand face up on the table in front of you, dummy style.

13 cards are face up on the table.

The Bidding

Focus on the South hand. South is the dealer.

Q. How many valuation points is the South hand worth?

A. Fourteen.

In going through the valuation points, mention the suit first and then the high card points. For example: "In spades, there are no high-card points. In hearts, there are 6 high-card points – 4 for the ace and 2 for the queen."

Q. Does South have enough strength to open the bidding?

A. Yes.

Q. What would South open?

A. 1♥.

- South can show 13 or more valuation points and suggest hearts as the trump suit by opening the bidding 1♥.

South, turn your cards face down.

West, place your hand face up on the table. Focus on the West hand.

Q. How many valuation points does West have?

A. Thirteen.

In going through the valuation points, mention the suit first and then the high card points.

Q. Does West have enough strength to enter the auction for the East-West partnership?

A. Yes.

- West can compete for the contract by making an overcall.

Q. What call would West make?

A. 1♠.

- West doesn't need to go higher than the one level to suggest spades as the trump suit since spades are higher-ranking than hearts.

West, turn your cards face down.

North, place your hand face up on the table. Focus on the North hand.

Q. How many valuation points does North have?

A. Seven.

Q. Does North like South's suggested trump suit?

A. Yes.

- North has four hearts.

Q. What call could North make to compete for the contract?

A. 2♥.

- To compete in hearts, North has to go to the two level because hearts are lower-ranking than spades.
- South shows 13 or more points and North has 7, so the partnership has at least 20 combined points. Since there are only 40 high-card points in the deck, the partnership should have at least half of the overall strength ... enough to compete.
- North is called the **responder** to the opening bidder.

North, turn your cards face down.

East, place your hand face up on the table. Focus on the East hand.

Q. How many valuation points does East have?

A. Eight.

Remember, in going through the valuation points, mention the suit first and then the high card points. Again, avoid any discussion of dummy points.

Q. Does East have enough to compete for choosing the trump suit?

A. Yes.

- East likes partner's suggested trump suit and has some strength.

Q. What call would East make?

A. 2♠.

- Since spades are higher-ranking than hearts, East can compete at the two level.

East, turn your cards face down.

South, turn your hand face up on the table. Focus on the South hand.

Q. Does South have much extra for the opening bid?

A. No.

- South promised 13 points and has 14.

Q. Why might South decide not to compete any higher?

A. South would have to go to the three level and commit to taking nine tricks.

- Since hearts are lower ranking than spades, South would have to bid 3♥ to compete further. That would be a commitment to take nine tricks.

Q. What call might South make?

A. Pass.

- With nothing more to say, South can pass.

Some of the students may want to compete further. Suggest that they pass for now to avoid getting too high.

South, turn your cards face down.

West, turn your hand face up on the table. Focus on the West hand.

Q. Does West have to bid any more?

A. No.

- The partnership is already winning the auction.

Q. What call does West make?

A. Pass.

West, turn your cards face down.

North, turn your hand face up on the table. Focus on the North hand.

Q. Does North have enough to bid again?

A. No.

- North probably doesn't want to go any higher on the Bidding Ladder.

Q. What call does North make?

A. Pass.

- After three passes, the auction is over.
- West is the declarer because West first mentioned spades for the partnership that won the auction.
- North makes the opening lead.

The Play

Focus on the North hand.

Q. Which suit should North lead?

A. Hearts.

- North-South have bid hearts during the auction. That's a likely source of tricks for the defense.

Q. Which heart should North lead?

A. ♥3.

- With no touching high cards in hearts, North leads low, fourth highest.

North, leave the ♥3 face up on the table and turn the rest of the cards face down.

East and West, turn your cards face up. Focus on the East-West hands.

Only 27 cards are face up ... the lead, dummy, and declarer's hand.

Opening Lead

NORTH	
♥3	
WEST (Declarer)	EAST (Dummy)
♠ K Q J 10 6	♠ A 9 5 3
♥ 7 5	♥ 10 6
♦ 8 4 3	♦ J 10 5 2
♣ A Q 5	♣ K 9 7
SOUTH	

Q. What is West's goal as declarer in a 2♠ contract?

A. Eight tricks.

- To make 2♠, West will have to take eight tricks.
- Let's count the sure tricks in the combined East-West hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?

A. Five: the ♠A, ♠K, ♠Q, ♠J, and ♠10.

Q. How many sure tricks in the heart suit?

A. None.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. Three: the ♣A, ♣K, and ♣Q.

Q. How many sure tricks in total?

A. Eight: five spades and three clubs.

Q. With enough sure tricks to make the contract, what should declarer do?

A. Take the tricks.

- With enough tricks, declarer should take them.
- In a trump contract, declarer should draw trumps first ... play the spades until the defenders have none left. It will then be safe to take the club winners.

East, leave your hand face up as dummy.

North, leave the ♥3 on the table as the opening lead.

There are 14 cards face up ... the opening lead and the dummy.

Pick up the remaining cards. West, play the hand as declarer in a contract of 2♠. Take as many tricks as you can in five minutes.

NORTH	
♥3	
WEST (Declarer)	EAST (Dummy)
	♠ A 9 5 3
	♥ 10 6
	♦ J 10 5 2
	♣ K 9 7
SOUTH	

Review

Make sure the students are familiar with the following points:

- A bid consists of a level and a strain.
 - The level is the number of tricks the partnership is committing to take beyond an initial six tricks.
 - The strain is the suggested trump suit or notrump.
- The suits are ranked with clubs as the lowest, then diamonds, hearts, and spades. Notrump ranks higher than any of the suits.
- After the auction has been opened, each subsequent bid must be higher on the Bidding Ladder than the one before. If it is in a higher-ranking suit or notrump, it can be made at the same level. If it is in a lower-ranking suit, the level must be increased, committing the partnership to take more tricks.

Exercise Ten – Deal #4: The Bidding Conversation

Introduce the idea of a partnership bidding to find the best contract, using Deal #4.

Deal #4: pages 34-35.

Instructions

Let's look at Deal #4.

<p>DEAL: 4 DEALER: WEST</p>	<p>NORTH</p> <p>♠ A K 7 6 3 ♥ J 4 ♦ 8 5 3 ♣ 9 7 3</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%; text-align: center;">WEST</td> <td style="width: 25%; text-align: center;">NORTH</td> <td style="width: 25%; text-align: center;">EAST</td> <td style="width: 25%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1♥</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1♠</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">2♥</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td></td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Pass	Pass	Pass	1♥	Pass	1♠	Pass	2♥	Pass	Pass	Pass	
WEST	NORTH	EAST	SOUTH															
Pass	Pass	Pass	1♥															
Pass	1♠	Pass	2♥															
Pass	Pass	Pass																
<p>WEST</p> <p>♠ Q J 2 ♥ 8 6 ♦ J 10 9 6 ♣ A Q 8 5</p>	<p>EAST</p> <p>♠ 10 9 4 ♥ 7 5 2 ♦ A K 4 2 ♣ K 10 6</p>	<p>SOUTH</p> <p>♠ 8 5 ♥ A K Q 10 9 3 ♦ Q 7 ♣ J 4 2</p>																
		<p>DECLARER: South OPENING LEAD: ♦J by West</p>																

North, place your hand face up on the table in front of you, dummy style.

13 cards are face up on the table.

The Bidding

Focus on the West hand. West is the dealer.

Q. Does West have enough strength to open the bidding?

A. No.

- West has 10 points, all in high cards.

Q. What would West call?

A. Pass.

West, turn your cards face down.

North, place your hand face up on the table. Focus on the North hand.

Q. Does North have enough strength to open the bidding?

A. No.

- North has 8 high-card points plus 1 length point for the five-card suit, for a total of 9.

Q. What call would North make?

A. Pass.

North, turn your cards face down.

East, place your hand face up on the table. Focus on the East hand.

Q. Does East have enough strength to open the bidding?

A. No.

- East has 10 high-card points.

Q. What call would East make?

A. Pass.

East, turn your cards face down.

South, place your hand face up on the table. Focus on the South hand.

Q. Does South have enough strength to open the bidding?

A. Yes.

- South has 12 high-card points plus 2 length points for the six-card heart suit, for a total of 14 valuation points.

Q. What call would South make?

A. 1♥.

- South can suggest hearts as the trump suit by opening at the one level.

South, turn your cards face down.

West, place your hand face up on the table. Focus on the West hand.

Q. What call will West make?

A. Pass.

West, turn your cards face down.

North, place your hand face up on the table. Focus on the North hand.

Q. Does North want to suggest a different trump suit than hearts?

A. Yes, spades.

Q. What call might North make?

A. 1♠.

- North can suggest spades as the trump suit while remaining at the one level.

North, turn your cards face down.

East, place your hand face up on the table. Focus on the East hand.

Q. What call will East make?

A. Pass.

East, turn your cards face down.

South, place your hand face up on the table. Focus on the South hand.

Q. Does South like North's suggested trump suit?

A. No.

- South much prefers hearts.

Q. What call might South make?

A. 2♥.

- South doesn't like spades.
- South can bid hearts again to emphasize that South wants to play with that suit as trumps.
- South has to go to the two level.

South, turn your cards face down.

West, place your hand face up on the table. Focus on the West hand.

Q. What call does West make?

A. Pass.

West, turn your cards face down.

North, place your hand face up on the table. Focus on the North hand.

Q. Should North insist on spades as the trump suit?

A. No.

- South has shown no interest in spades and has again suggested that hearts should be the trump suit. North can now accept that decision.

Q. What call does North make?

A. Pass.

- After three passes, the auction is over.
- South is declarer because South first suggested hearts as trumps.
- West, on declarer's left, makes the opening lead.

The Play

North, turn your cards face down.

West, place your hand face up on the table. Focus on the West hand.

Q. Which suit should West lead?

A. Diamonds.

- Although the club suit is stronger, West has a solid sequence in diamonds. Leading a diamond is likely to be a safer choice than leading a club.

Q. Which diamond should West lead?

A. ♦J.

- West leads the top of the sequence.
- This will tell East that West doesn't hold the ♦Q.

West, leave the ♦J face up on the table and turn the remaining cards face down.

North and South turn your cards face up. Focus on the North-South hands.

Only 27 cards are face up ... the lead, dummy, and declarer's hand.

Opening Lead

NORTH (Dummy)	
♠	A K 7 6 3
♥	J 4
♦	8 5 3
♣	9 7 3
WEST	EAST
♦J	
SOUTH (Declarer)	
♠	8 5
♥	A K Q 10 9 3
♦	Q 7
♣	J 4 2

Q. What is South's goal as declarer?

A. Eight tricks.

- To make 2♥, South will have to take eight tricks.
- Let's count the sure tricks in the combined North-South hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?

A. Two: the ♠A and ♠K.

Q. How many sure tricks in the heart suit?

A. Hearts: the ♥A, ♥K, ♥Q, ♥J, ♥10, and ♥9.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. None.

Q. How many sure tricks in total?

A. Eight: Two spades and six hearts.

Q. With enough sure tricks to make the contract, what should declarer do?

A. Take the tricks and run.

- With enough tricks, declarer should take them.
- In a trump contract, declarer should draw trumps first ... play the hearts until the defenders have none left. It will then be safe to take the spade winners.

North, leave your hand face up as the dummy.

West, leave the ♦J on the table as the opening lead.

Pick up the remaining cards.

Only 14 cards are face up ... the opening lead and the dummy.

South, play the hand as declarer in a contract of 2♥. Take as many tricks as you can in five minutes.

	NORTH (Dummy)		
	♠	A K 7 6 3	
	♥	J 4	
	♦	8 5 3	
	♣	9 7 3	
WEST			EAST
♦J			
	SOUTH (Declarer)		

Review

Make sure the students are familiar with the following points:

- To determine whether to open the bidding, the partnership values its trick-taking potential through valuation points.
- Points are assigned for the high cards – 4 for an ace; 3 for a king; 2 for a queen; 1 for a jack.
- A length point is added for each card over four in a suit.
- 13 or more points are required to open the bidding.

Conclude with the following points:

- You might want to try the exercises at the end of Chapter One in your textbook.

Make sure this is just a suggestion. Many students have no time to spend on the game outside the class.

- Let's finish off with a literary reference:

“According to custom, the ladies would arrive a few minutes before four in the afternoon, wearing white gloves, long dresses, and huge hats adorned with flowers or feathers. They did not ring the doorbell. Instead, they waited outside, either in their cars or on the sidewalk, until the hostess opened the door punctually at four o'clock. The ladies would then enter, sit down at the card tables, and start playing at once. In the early years, they played whist or euchre or five hundred. Later the game became auction bridge, then contract bridge.”

—John Berendt, MIDNIGHT IN THE GARDEN OF GOOD AND EVIL

- I look forward to seeing you in the next class. We have played whist and auction bridge and are moving on to contract bridge.
- Remember to bring your textbooks to the next class.

